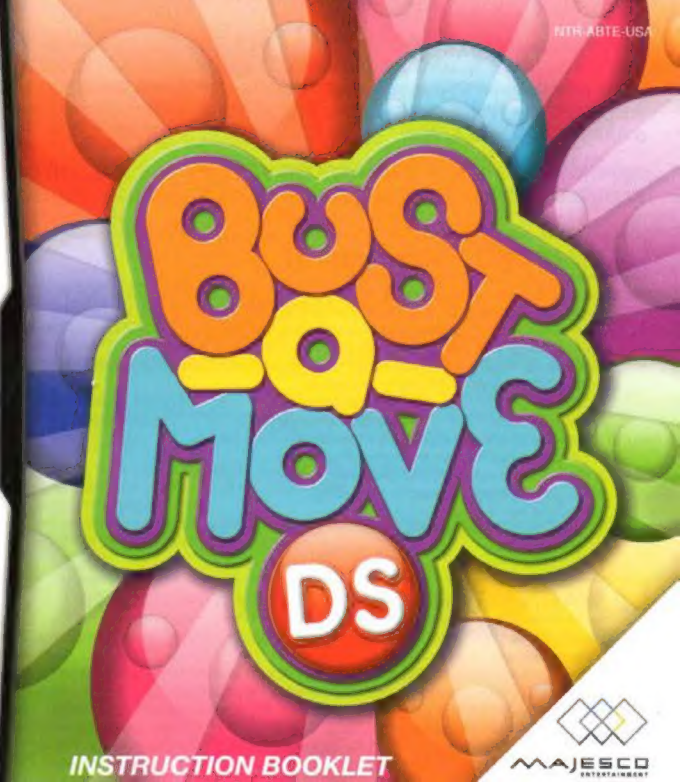




NINTENDO DS™



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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Rev-D (L)

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



LICENSED BY



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## TABLE OF CONTENTS

introduction	4
getting started	5
controls	6
main menu	8
mode select	9
game rules	13
bubbles	14
options	15
characters	16
unlockables	18
credits	19
Limited warranty	20

### ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

# introduction

## **Bust-A-Move DS**

brings all of the bubble bursting, puzzle fun onto the Nintendo DS. This time Bub and Bob return to center stage as they fling bubbles from the bottom screen to the top to match 3 bubbles causing them to pop. You had better be quick, for each second you waste deciding your next move, rows of bubbles get lower and lower! With a multiplayer mode allowing 5 people to play via the Nintendo DS' wireless link, this **Bust-A-Move DS** will prove to be the ultimate battle party game.

## getting started

To get you started, follow these steps:

1. Make sure your Nintendo DS™ is turned off.
2. Insert the **Bust-A-Move DS** Game Card.
3. Once the health and safety warning is up, tap the **Touch Screen** to get to the system menu.
4. Tap the **Bust-A-Move DS** icon on the **Touch Screen** and then tap '**Press Start**' once prompted.



# controls

**Bust-A-Move DS** features 2 types of controls: **Touch** (default) and **Button**.

## touch controls (Default)

- Use Stylus to grab and aim bubble.
- Drag bubble down then release to launch.
- Use stylus to drag diamond attacks onto your opponent's avatar.

## button controls



- 1 L-Button:** Move launcher Left
- 2 +Control Pad:** Move launcher position
- 3 Touch Screen:** Move, Attack, Fire, Back
- 4 R-Button:** Move launcher Right
- 5 Start:** Pause Menu

- 6 X-Button:** Attack
- 7 A-Button:** Fire
- 8 B-Button:** Back
- 9 Y-Button:** Attack

### VS Mode:

Press **X** or **Y Button** to attack opponent

- 1. X Button** -- press to decide on attack and usage of Attack Points
- 2. Y Button** - while pressing, use **+Control Pad** to decide on which opponent to attack
- Use **+Control Pad**, or **L Button** and **R Button** to decide on which opponent to attack.
- Confirm attack with **A Button**, **B Button**, **X Button** or **Y Button**
- Use **X Button** to cancel attack.

**A Button**, **B Button**, **X Button**, **Y Button**, **L Button** and **R Button** configurations can be changed in the Option Window.



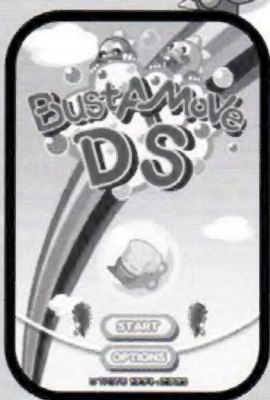
## MAIN MENU:

Use **+Control Pad** to move the cursor to select from the menu options.

Press **A Button** or **B Button** to confirm selected option.

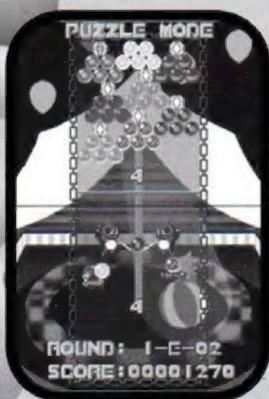
Press the **X Button** or **Y Button** to cancel selected option.

Press the **Back Button** on the **Touch Screen** or highlight the Back Button and press the **A Button** to go back through the menus.



## Mode select:

**Bust-A-Move DS** Single Player has 3 modes of gameplay:



### puzzle

Each round is divided into A, B, C, D, and E levels. Each level that has been cleared will have a Clear Mark sign on the upper screen.

There are 10 puzzles in each level, with 5 levels in each round to a total of 5 different rounds.







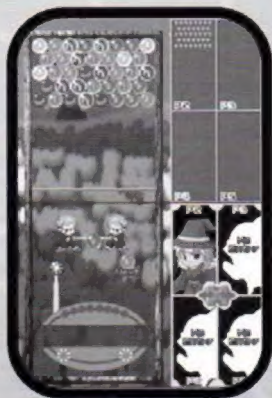
## endless

In this game mode a clock will track the amount of time it takes for you to complete each puzzle. An infinite amount of puzzles are available to play in this mode.



## vs cpu

Gameplay in VS CPU mode mirrors that of Multiplayer mode, where you can choose to compete against up to 4 CPU opponents.



**Bust-A-Move DS** Multiplayer has 2 modes of gameplay:  
**DS Download** - requires one host Game Card.  
**DS Wireless** - requires multiple Game Cards.



## Multiplayer Mode:

- A tournament mode for 2-5 players that can involve the CPU.
- You can refer to the right side of the top screen to view miniaturized game screens to see how your opponents are doing.
- Launch your bubble into the playing field using the catapult. Combinations you achieve by clearing bubbles of the same color will help you earn Power-Ups to use against your opponents.
- A Power-Up Meter is available below the catapult and will increase as you make bubble combinations. When the meter is full you will receive a Power-Up in the shape of a jewel.

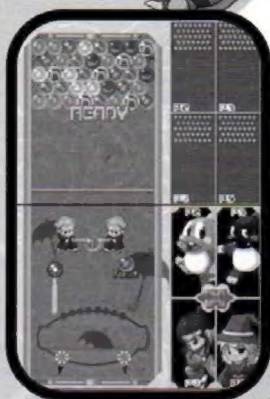


**In Touch Mode:**

- Power-ups can be used against an opponent by dragging the jewel to the right side of the bottom screen and releasing it on their character's picture image.
- To distribute power-ups to all opponents simply drag the jewel to the center ALL triangle.

**In Button Mode:**

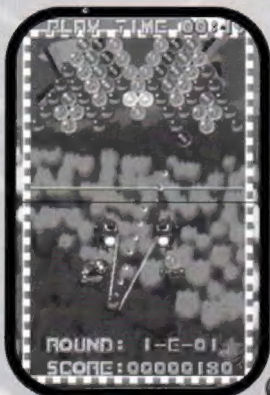
- Power-ups can be used against one opponent by pressing the **Y Button**, and the **+Control Pad** to position it over the opponent you want to release it on.
- To distribute power-ups to all opponents release the power-up over the ALL triangle.

**counter Attacks:**

When your opponents are ready to launch counter attacks, a small jewel or fire bubble will appear in your game section. This is your cue to release a power-up to stop the attack.

**game rules:**

- When a fired bubble connects with at least 2 more bubbles of the same color, all bubbles will clear.
- Any bubble not directly connected to a block will drop off.
- When the field bubbles across the Deadline (red line), the game will end or you will have lost.
- When a bubble falls and at least 2 bubbles of the same color are still in the field, the fallen bubble will connect with the 2 other bubbles and all 3 will disappear at once, provided there are no different-colored bubbles blocking the way. This is known as the Chain Reaction. This feature only works in Endless, VS CPU and Multiplayer modes.







## the bubbles:

- **Regular (color) Bubble:** Blue, Red, Yellow, Green, Purple, Orange, White, Gray
- **Bomb Bubble:** Destroys all bubbles in its immediate area.
- **Rainbow Bubble:** Turns into the color of the bubble that erased all bubbles around it.
- **Metal Bubble:** Destroys all bubbles it touches, except the Nuisance Bubbles.
- **Star Bubble:** Erases all bubbles with the same color as the one that hit it.
- **Nuisance Bubble:** Meant to impede your progress.



## options:

### playing hand Left/right

Select which hand to play the game with.

### play configuration touch/button

- Set how you wish to play the game.
- Select Touch to play the game with the **Touch Screen** (default).
- Press **Select** to play the game using the Nintendo DS buttons.

## Audio setting

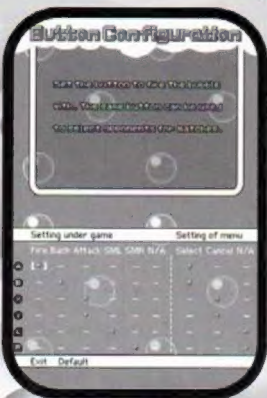
Set the volume for the BGM and SFX.

## button configuration

Set your preferred button configuration for the game.

## default

Return all changed options to their default settings.



# characters:

Select your player character of choice:

## BUB

A free-spirited but mischievous boy, who was turned into a dragon by a spell cast by the Evil Troll.



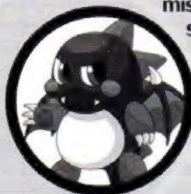
## BOB

A calm, quiet, book-loving boy, who, just like his brother Bub, was turned into a dragon by the Evil Troll.



## DEV

Strong-willed and highly competitive, Dev always tries to get in the way of Bub & Bob's mission. Not surprisingly, he's believed to be a demon.



## WILLY

Bob's prized stuffed bear from when he was human. Thanks to the Evil Troll's magic, he is now alive.



## NIN

A heroic ninja who dedicates his life to returning those who were turned into bubble dragons by the Evil Troll back into their normal human selves.



## CYNTHIA

A sorcerer's apprentice who has left her home to hunt down the Evil Troll. She shares a love-hate relationship with her childhood friend Kuno, now a female ninja.



## KUNO

A female ninja who wishes she were more glamorous. She shares a love-hate relationship with her childhood friend Cynthia, now a sorcerer's apprentice.



## Evil Troll

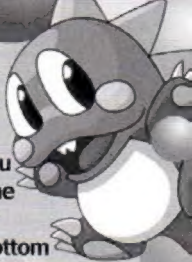
An evil sorcerer who wants the world to himself. Though an accomplished magician, he tends to be somewhat clumsy.

Upon clearing the hidden stages of Puzzle Mode, you will be able to use a hidden unlockable character named EVIL TROLL!



# UNLOCKABLES:

**Bust-A-Move DS** features 250 **bonus** unlockable puzzles! After you beat the first four rounds, and you win any level in Round 5, you'll receive a code for the **DARK WORLD**. Enter this code at the main menu. If entered properly, a **DEV ICON** will appear on the bottom screen confirming the code was entered properly. Going back into Puzzle Mode will reveal 250 **DARK WORLD** levels that are now open for you to play.



## Hidden character: evil troll

You must play through all 5 rounds of letter A Levels to unlock **EVIL TROLL**. To activate **EVIL TROLL** you must power down your Nintendo DS, and turn it back on. Once power is on, **EVIL TROLL** will be a selectable character.

## sound test:

If you beat any letter level in Round 5 you will receive a code that unlocks a sound test to review all available sounds in the game. You enter this code at the main menu. If you enter this properly, a sound test will appear on screen.



## credits

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**Special Thanks**  
Happy Happening

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